

WHEEL OF FORTUNE™ for IBM/TANDY

Computer Wheel of Fortune is fast-paced and full of excitement, just like its television counterpart. Play with friends or family or pit your skills against computer-selected opponents.

LOADING INSTRUCTIONS

Please see disk label for loading instructions.

Color monitor is optional. Game operates correctly without a CONFIG.SYS file.

NOTE: If you are using a monochrome monitor and are unable to read the screen clearly, load the game by typing your load command followed by **MONO** at the **A>** prompt.

SETTING UP THE GAME

After the initial screen is displayed, hit any key to begin.

Choose number of players:

ONE PLAYER GAME	— Press F1
TWO PLAYER GAME	— Press F3
THREE PLAYER GAME	— Press F5

If you select a one or two player game, your opponents will be selected by the computer. Computer players are indicated by an '*' following their name.

After entering your name, press **RETURN**.

At prompt, hit **any key** to start a round.

Press **BACKSPACE** to correct an entry.

Pressing the **END** key while the wheel is spinning interrupts the game when the wheel stops. You may then exit the game or continue.

SOUND TOGGLE

Press **F9** to toggle sound on and off.

PLAYING THE GAME

The object of the game is to solve the puzzle on the game board by filling in the hidden letters.

Names are highlighted (in green on a color monitor) on the score board to indicate whose turn it is. The player can choose to:

Spin the wheel	— Press F1
Buy a vowel	— Press F3
Solve the puzzle	— Press F5

NOTE: The cost of a vowel is \$250; therefore, players cannot buy vowels until they have won at least \$250 in the *current* round.

When all vowels contained in the puzzle are shown, the choice to buy vowels is not available.

Each time you spin the wheel, you can earn the amount of money indicated when the wheel stops. That amount, times the number of matches, is added to your score when you select a consonant contained in the puzzle.

Your turn continues until you:

- enter a vowel or consonant that is not in the puzzle.
- enter a vowel or consonant that has already been guessed.
- spin the wheel and it lands on **BANKRUPT** or **LOSE TURN**.
- enter a vowel instead of a consonant after you spin.
- give an incorrect solution to the puzzle.
- take more than 10 seconds to respond.

If the wheel stops at **BANKRUPT**, you lose only those winnings accumulated in the *current* round.

If the wheel stops at **FREE SPIN**, you may use it at any time during the game.

The game board displays all of the letters in the alphabet. Each time a player guesses a letter, it is deleted from the list whether or not that letter is contained in the puzzle.

To solve the puzzle, enter the missing letters. Press **BACKSPACE** to correct errors. Press **ENTER** when done.

ROUND TWO and ROUND THREE

Rounds two and three are played in the same manner as round one. Each time a new round begins, the number of **BANKRUPT** spaces and the highest value on the wheel and the new category are displayed. When the round starts, you will see a new scoreboard indicating scores from the previous round.

BONUS ROUND

The player who has accumulated the highest amount of winnings in the three previous rounds plays the bonus round.

To select the prize you will play for:

- use **DOWN ARROW** key to move the pointer down
- use **UP ARROW** to move the pointer up
- press **RETURN**

The player is asked to choose five consonants and press **RETURN**, then one vowel and press **RETURN**. Matches are displayed in the puzzle, and the player then has 30 seconds to enter a solution.

To solve the puzzle, enter the missing letters. Press **BACKSPACE** to correct errors. Press **ENTER** when done.

The winning player's name is added to the list of champions. To view the list of champions, press **SPACEBAR**.

WHEEL OF FORTUNE™ for COMMODORE

Computer Wheel of Fortune is fast-paced and full of excitement, just like its television counterpart. Play with friends or family or pit your skills against computer-selected opponents.

LOADING INSTRUCTIONS

Please see disk label for loading instructions.

Commodore 128 Users: Run in Commodore 64 mode.

SETTING UP THE GAME

You can choose:

- **PLAY WHEEL OF FORTUNE**
- **QUIT**

Use **CRSR VERTICAL ARROW** key to move hand down

Use **SHIFT/CRSR VERTICAL ARROW** key to move hand up

Press **RETURN** to select choice

Choose number of players:

- | | |
|-------------------|-------------------|
| ONE PLAYER GAME | — Press F1 |
| TWO PLAYER GAME | — Press F3 |
| THREE PLAYER GAME | — Press F5 |

If you select a one or two player game, your opponents will be selected by the computer.

After entering your name, press **RETURN**.

Press **F1** to begin play.

When prompted to "Insert a question, puzzle or game disk," take this disk out of the drive and turn it over. Put it back in the drive and close the drive door.

PLAYING THE GAME

The object of the game is to solve the puzzle on the game board by filling in the missing letters.

A pointer on the score board indicates whose turn it is. The player can choose to:

- | | |
|------------------|-------------------|
| Spin the wheel | — Press F1 |
| Buy a vowel | — Press F3 |
| Solve the puzzle | — Press F5 |

NOTE: The cost of a vowel is \$250; therefore, players cannot buy vowels until they have won at least \$250 in the *current* round.

Each time you spin the wheel, you can earn the amount of money indicated when the wheel stops. That amount, times the number of matches, is added to your score when you select a consonant contained in the puzzle.

Your turn continues until you:

- enter a vowel or consonant that is not in the puzzle.
- enter a vowel or consonant that has already been guessed.
- spin the wheel and it lands on **BANKRUPT** or **LOSE TURN**.
- enter a vowel instead of a consonant after you spin.
- give an incorrect solution to the puzzle.
- take more than 10 seconds to respond.

If the wheel stops at **BANKRUPT**, you lose only those winnings accumulated in the *current* round.

If the wheel stops at **FREE SPIN**, you may use it at any time during the game.

The game board displays all of the letters in the alphabet. Each time a player guesses a letter, it is deleted from the list whether or not that letter is contained in the puzzle.

ROUND TWO AND ROUND THREE

Rounds two and three are played in the same manner as round one. Each time a new round begins, the number of **BANKRUPT** spaces and the highest value on the wheel are displayed. When the rounds start, you will see a new scoreboard indicating scores from the previous round and the new category.

FINAL ROUND (ROUND FOUR)

The player who has accumulated the highest amount of winnings in the three previous rounds plays the final round.

To select the prize you will play for:

- use **CRSR VERTICAL ARROW** key to move the pointer down
- use **SHIFT/CRSR VERTICAL ARROW** to move the pointer up
- press **RETURN**

The player chooses five consonants and one vowel. Matches are displayed in the puzzle, and the player then has 30 seconds to enter a solution.

The winning player's name is added to the list of champions. To view the list of champions, press **SPACEBAR**.

WHEEL OF FORTUNE™ For APPLE

Computer Wheel of Fortune is fast-paced and full of excitement, just like its television counterpart. Play with friends or family or pit your skills against computer-selected opponents.

LOADING INSTRUCTIONS

Please see disk label for loading instructions.

Apple II GS Users: After loading, select normal speed from the control panel. Consult your user's manual for instructions.

SETTING UP THE GAME

After the initial screen is displayed, hit any key to begin.

Choose number of players:

- ONE PLAYER GAME — Press **1**
- TWO PLAYER GAME — Press **2**
- THREE PLAYER GAME — Press **3**

If you select a one or two player game, your opponents will be selected by the computer. Computer players are indicated by an '*' following their name.

After entering your name, press **RETURN**.

When prompted to "Insert a question, puzzle or game disk," take this disk out of the drive and turn it over. Put it back in the drive and close the drive door.

At prompt, hit any key to start a round.

Press **DELETE** to correct an entry.

SOUND TOGGLE

When it is your turn to spin the wheel, you may turn the sound of the program off and on using the CTRL and S keys at the same time.

MOTION TOGGLE

Another option you have when it is your turn to spin is to stop the girl on the screen from moving, this will speed up your game considerably. To stop the movement, you use the CTRL and W keys at the same time.

PLAYING THE GAME

The object of the game is to solve the puzzle on the game board by filling in the hidden letters.

Names are highlighted (in light blue) on the score board to indicate whose turn it is. The player can choose to:

- Spin the wheel — Press **1**
- Buy a vowel — Press **3**
- Solve the puzzle — Press **5**

NOTE: The cost of a vowel is \$250; therefore, players cannot buy vowels until they have won at least \$250 in the *current* round.

When all vowels contained in the puzzle are shown, the choice to buy vowels is not available.

Each time you spin the wheel, you can earn the amount of money indicated when the wheel stops. That amount, times the number of matches, is added to your score when you select a consonant contained in the puzzle.

Your turn continues until you:

- enter a vowel or consonant that is not in the puzzle.
- enter a vowel or consonant that has already been guessed.
- spin the wheel and it lands on BANKRUPT or LOSE TURN.
- enter a vowel instead of a consonant after you spin.
- give an incorrect solution to the puzzle.
- take more than 10 seconds to respond.

If the wheel stops at BANKRUPT, you lose only those winnings accumulated in the *current* round.

If the wheel stops at FREE SPIN, you may use it at any time during the game.

The game board displays all of the letters in the alphabet. Each time a player guesses a letter, it is deleted from the list whether or not that letter is contained in the puzzle.

To solve the puzzle, enter the missing letters. Press **DELETE** to correct errors. Press **RETURN** when done.

Note: While the time clock is ticking you may:

- press **Control S** to toggle sound on and off.
- press **Control W** to toggle the hostess' walk on and off.

ROUND TWO AND ROUND THREE

Rounds two and three are played in the same manner as round one. Each time a new round begins, the number of BANKRUPT spaces and the highest value on the wheel and the new category are displayed. When the round starts, you will see a new scoreboard indicating scores from the previous round.

BONUS ROUND

The player who has accumulated the highest amount of winnings in the three previous rounds plays the bonus round.

Enter the appropriate letter to select the prize you wish to play for.

The player is asked to choose five consonants and press **RETURN**, then one vowel and press **RETURN**. Matches are displayed in the puzzle, and the player then has 30 seconds to enter a solution.

To solve the puzzle, enter the missing letters. Press **DELETE** to correct errors. Press **RETURN** when done.

The winning player's name is added to the list of champions. To view the list of champions, press **SPACEBAR**.

Based on the television program produced by Merv Griffin Enterprises, a Unit of Columbia Pictures Entertainment, Inc.
Copyright © © 1987 Califon Productions, Inc. All Rights Reserved.

© © I.J.E., Inc. 1987. All Rights Reserved.

© ShareData, Inc. 1987. All Rights Reserved.

This computer program was produced under license from I.J.E., Inc. in conjunction with Softie, Inc.

LIMITED WARRANTY

Neither ShareData, Inc., nor any dealer or distributor makes any warranty, express or implied, with respect to the manual, the disk(s) or any related item, their quality, performance, merchantability, or fitness for any purpose. It is the responsibility solely of the purchaser to determine the suitability of the products for any purpose.

However, to the original purchaser only, ShareData, Inc. warrants that the medium on which the program is recorded shall be free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect should occur, the product may be returned to ShareData, Inc. along with proof of purchase and a brief description of the defect, and ShareData, Inc. will replace or repair the product at ShareData, Inc.'s option without charge to you, provided the returned media has not been subjected to misuse, damage or misapplication of the product. If at any time after the initial 90 day period your media becomes defective, the media may be returned to ShareData, Inc. and we will replace the disk(s) for a \$6.00 service charge plus \$1.00 for shipping and handling PER SOFTWARE TITLE. To ensure identification as the original purchaser, please complete and mail the attached Warranty Registration Card.

In no event will ShareData, Inc. be held liable for direct, indirect, consequential or incidental damages resulting from any defect or omission in the manual, or other related items and process, including, but not limited to any interruption of service, loss of business, anticipated profit, or other consequential damages.

COPYRIGHT NOTICE

The user of this product shall be entitled to use the product for their personal use, but shall not be entitled to sell or transfer reproductions of the software, manual or related materials to other parties in any way, nor to rent or lease the product to others without the prior written permission of ShareData, Inc.

Customer Service Department: (602) 961-4022

Please Retain this Portion

WARRANTY REGISTRATION CARD

In order to qualify for product support and insure a place on our mailing list please complete as much of the information below as possible and mail this card today. This will help us to better serve you in the future.

Product Name _____ Machine Type _____

Name _____ Date Purchased _____
(please print)

Address _____

City, State, Zip _____ Telephone () _____

For a backup disk of this program, please send, along with this form, \$6.00 + \$1.00 postage and handling PER SOFTWARE TITLE to ShareData, Inc. Please allow four to six weeks for delivery.

Backup Disk: ☐ Yes ☐ No

If IBM: ☐ 5¼" Disk or ☐ 3½" Disk

NOTE: 3½" Disks available only for "Official TV Game Show" titles.

Name of Store software was purchased: _____ City/State _____

Age of primary users:

☐ Under 18 ☐ 18-24 ☐ 25-34 ☐ 35-50 ☐ Over 50

How did you hear about ShareData, Inc. software?

☐ Magazines ☐ Friends ☐ Salespeople ☐ User Groups ☐ Other